

WHAT IS CLAIMED IS:

1. A method of playing a wagering game:
 - placing at least one bet;
 - receiving a first set of symbols from which a rank may be determined in
 - 5 reading the symbols;
 - determining the rank of the first set of symbols as a first rank;
 - receiving at least a second set of symbols from which a rank may be
 - determined in reading the symbols;
 - determining the rank of the second set of symbols;
 - 10 comparing the rank of the second set of symbols to the rank of the first set of
 - symbols;
 - determining whether the rank of said second set of symbols ties or exceeds the
 - first rank;
 - resolving the at least one bet with respect to whether the second rank ties or
 - 15 exceeds the first rank.
2. The method of claim 1 wherein receiving the first set of symbols comprises receiving a first initial set of symbols and having the option of discarding all or less than all of the symbols and replacing discarded symbols to provide the first rank, and the at
- 20 least a second set of symbols is received only when the first rank equals or exceeds a predetermined rank.
3. The method of claim 2 wherein receiving the second set of symbols comprises receiving a second initial set of symbols and having the option of discarding
- 25 all or less than all of the symbols and replacing discarded symbols to provide the second rank.
4. The method of claim 1 wherein after resolving the at least one bet, the second rank becomes a base rank in a next round of play of receiving a third set of

symbols and comparing a rank for the third set of symbols to the second rank, wherein if the third rank ties or exceeds the second rank, resolving the at least one bet with respect to at least one of whether the third rank ties or exceeds the second rank and b) how many consecutive rounds have been played where a present hand rank has exceeded a previous
5 hand rank.

5. A method of playing a sequence of rounds in a wagering game:

- a) placing a first bet to potentially play in a sequence of games on an undivided first bet;
- 10 b) receiving a first set of symbols from which a rank may be determined in reading the symbols;
- c) determining the rank of the first set of symbols as a first rank, the game ending if the first rank does not equal a predetermined rank and continuing to a following step d) if the first rank does exceed or equal the predetermined rank;
- 15 d) receiving at least a second set of symbols from which a rank may be determined in reading the symbols;
- e) determining the rank of the second set of symbols;
- f) comparing the rank of the second set of symbols to the rank of the first set of symbols;
- 20 g) determining whether the rank of said second set of symbols ties or exceeds the first rank; and
- h) resolving the first bet according to a paytable with respect to whether the second rank ties or exceeds the first rank.

25 6. The method of claim 5 wherein after step h), i) receiving a third set of symbols from which a rank may be determined in reading the symbols; j) determining the rank of the third set of symbols as a third rank; k) comparing the rank of the third set of symbols to the rank of the second set of symbols; l) determining whether the rank of said third set of symbols ties or exceeds the second rank; and m) further resolving the first bet

according to a payable with respect to whether the third rank ties or exceeds the second rank.

7. The method of claim 6 wherein after step m), n) receiving a fourth set of symbols from which a rank may be determined in reading the symbols; o) determining the rank of the fourth set of symbols as a fourth rank; p) comparing the rank of the fourth set of symbols to the rank of the third set of symbols; q) determining whether the rank of said fourth set of symbols ties or exceeds the third rank; and r) further resolving the first bet according to a payable with respect to whether the fourth rank ties or exceeds the third rank.

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8. The method of claim 7 wherein when a hand of high rank selected from the group consisting of Four-of-a-Kind, Straight Flush and Royal Flush is achieved on any hand, a special bonus is awarded the player.

15 9. The method of claim 8 wherein the special bonus varies depending upon which hand in the sequence of rounds the high hand occurs.

10. A method of playing a sequence of rounds in a wagering game:

20 a) placing an initial wager of at least a first bet to potentially play in a sequence of games on an undivided first bet;

b) receiving a first set of symbols from which a rank may be determined in reading the symbols;

25 c) determining the rank of the first set of symbols as a first rank, the game ending if the first rank does not equal a predetermined rank and continuing to a following step d) if the first rank does exceed or equal the predetermined rank;

d) receiving at least a second set of symbols from which a rank may be determined in reading the symbols;

e) determining the rank of the second set of symbols;

f) comparing the rank of the second set of symbols to the rank of the first set of symbols;

g) determining whether the rank of said second set of symbols ties or exceeds the first rank; and

- 5 h) resolving the at least a first bet according to a paytable with respect to whether the second rank ties or exceeds the first rank;
wherein at any time after resolution of step h) the player is provided with an option to withdraw all or some of the initial wager, continuing the game with less than all of the initial wager if less than all of the initial wager is withdrawn.

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11. The method of claim 10 wherein when a hand of high rank selected from the group consisting of Four-of-a-Kind, Straight Flush and Royal Flush is achieved on any hand, a special bonus is awarded the player.

- 15 12. The method of claim 11 wherein the special bonus varies depending upon which hand in the sequence of rounds the high hand occurs.

13. A method of playing a potential sequence of X rounds in a wagering game, where X is a whole integer of greater than 2:

- 20 a) placing an initial wager of at least a first bet to potentially play in a sequence of games on an undivided first bet;

b) receiving a first set of symbols from which a rank may be determined in reading the symbols;

- 25 c) determining the rank of the first set of symbols as a first rank, the game ending if the first rank does not equal a predetermined rank and continuing to a following step d) if the first rank does exceed or equal the predetermined rank;

d) receiving at least a second set of symbols from which a rank may be determined in reading the symbols;

e) determining the rank of the second set of symbols;

f) comparing the rank of the second set of symbols to the rank of the first set of symbols;

g) determining whether the rank of said second set of symbols ties or exceeds the first rank; and

5 h) resolving the at least a first bet according to a paytable with respect to whether the second rank ties or exceeds the first rank;

wherein when in playing the sequence of X rounds, when a rank of one hand fails to exceed a rank of a preceding hand, any remaining rounds up to at least the X rounds may be played according to steps b), c), d), e), f), g) and h) as if a first of the remaining rounds
10 were a first round.

14. The method of claim 13 wherein the remaining rounds are played with an effective bet that is different from the at one first bet.

15 15. The method of claim 14 wherein the effective bet is less than the at least one first bet.

16. A method of playing a wagering game:

a player placing an initial wager of at least one bet;

20 the player receiving a first set of symbols from which a rank may be determined in reading the symbols;

determining the rank of the first set of symbols as a first rank to see if the first rank equals or exceeds a first predetermined rank;

if said first rank exceeds the first predetermined rank, the player receiving at
25 least a second set of symbols from which a rank may be determined in reading the symbols;

determining the rank of the second set of symbols;

comparing the rank of the second set of symbols to the rank of the first set of symbols;

determining whether the rank of said second set of symbols either ties or exceeds the first rank;

resolving the at least one bet with respect to whether the second rank ties or exceeds the first rank,

- 5 wherein, if the second rank does not exceed the first rank, providing a third set of symbols to be compared to a second predetermined rank that is higher than said first predetermined rank and comparing a third rank of the third set of symbols to the second predetermined rank and resolving at least a part of the initial wager against a payable if the third rank exceeds the second rank.

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